Unit 1 Question Bank

Click on the concept to view or add questions within that category!

Key Concepts

[**Syntax**](#_mzxfxhuawv74)

[**Sequencing and Execution Flow**](#_gllt7npgvtva)

[**p5 Coordinate Grid**](#_jiea7qdydvgh)

[**Functions and Parameters**](#_xtpcxz5p7xct)

[**Color**](#_24j3vvfoucsm)

[**Built-in Variables**](#_mv668cco8zzq)

[**Complex Shapes**](#_s205v8qog39o)

[**Debugging**](#_ien70snkzlbd)

[**Feedback**](#_g8833z6oanps)

[**HTML**](#_2b0mb9uy7623)

[**CSS**](#_b91o349g2c1y)

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Quizziz with some of Unit 1 Material: <https://quizizz.com/admin/quiz/5da72c331a6449001b6754e3>

| **Syntax** | |
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| After pressing the play button, this program won’t run. What’s the problem?   1. There is a curly bracket missing after draw() 2. There is a curly bracket missing after setup() 3. There are missing semicolons after setup() and draw() 4. stroke() cannot have an argument of ‘0’   *Answer: B* | **function setup() {**  **createCanvas(400, 400);**  **function draw() {**  **background(220);**  **stroke(0);**  **ellipse(100, 50, 25, 25);**  **}** |
| An error shows up in the console that says “elipse is not defined” and no circle will appear on the canvas. What happened?   1. The ellipse function is misspelled and so p5 doesn’t recognize it. 2. There is no definition of an ellipse in the p5 library. 3. The console is giving an incorrect error message. 4. The arguments for the circle are wrong.   *Answer: A* | **function setup() {**  **createCanvas(400, 400);**  **}**  **function draw() {**  **background(220);**  **elipse(200,200,100, 100);**  **}** |
| *Add question here* | *Add code here* |

| **Sequencing and Execution Flow** | |
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| Why won’t a circle appear when this program is run?   1. The canvas size is too small. 2. The ellipse() function needs to be called before background() 3. A circle with a size of 50 pixels is too small to be seen on the canvas. 4. The rect() function draws a square on top of the circle, covering it up.   *Answer: D* | **function setup() {**  **createCanvas(400, 400);**  **}**  **function draw() {**  **background(220);**  **ellipse(50, 50, 50);**  **rect(20, 20, 200, 200);**  **}** |
| *Add question here* | *Add code here* |

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| **p5 Coordinate Grid** | |
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| What x and y coordinates would you use to center a circle on a canvas that is 400 by 400 pixels?   1. (100, 100) 2. (200, 200) 3. (300, 300) 4. (400, 400)   *Answer: B* |  |
| *Add question here* | *Add code here* |

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| **Functions and Parameters** | |
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| What number would you change to move the **y position** of this rectangle?   1. 20 (the first argument) 2. 30 (the second argument) 3. 100 (the third argument) 4. 150 (the fourth argument)   *Answer: B* | **rect(20, 30, 100, 150);** |
| What number would you change to increase the **width** of the rectangle?   1. 20 (the first argument) 2. 30 (the second argument) 3. 100 (the third argument) 4. 150 (the fourth argument)   *Answer: C* | **rect(20, 30, 100, 150);** |
| A message shows up in the console that says “rect() was expecting at least 4 arguments, but received only 3” and no square is on the canvas. What does this mean?   1. The rect() function needs four arguments to draw a shape, but the code only uses three. 2. The rect() function needs three arguments to draw a shape, but the code uses four. 3. The rect() function accepts an optional 4th argument. 4. The rect() function doesn’t need any arguments to draw a shape.   *Answer: A* | **function setup() {**  **createCanvas(400, 400);**  **}**  **function draw() {**  **background(220);**  **rect(200, 200, 50);**  **}** |
| *Add question here* | *Add code here* |

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| **Color** | |
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| Which of the following would create a **blue** fill?   1. fill(255, 255, 255); 2. fill(255, 0, 0); 3. fill(0, 255, 0); 4. fill(0, 0, 255);   *Answer: D* |  |
| What would you need to change to keep the ellipse red, but make the rectangle **white**?   1. Nothing. The rectangle will be white because shapes are white by default. 2. Add fill(0) above the rect() function. 3. Add fill(255) above the rect() function. 4. Swap the order of the rect() function and the ellipse() function.   *Answer: C* | **function setup() {   createCanvas(400, 400); }  function draw() {   background(220);  rect(50, 50, 100, 200);**  **fill(255, 0, 0);  ellipse(250, 200, 200); }** |
| *Add question here* | *Add code here* |

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| **Built-in Variables** | |
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| Which line of code uses built-in variables to make sure the ellipse is always in the **center**, even if the canvas size changes?   1. ellipse(width/2, height/2, 50, 50) 2. ellipse(width, height, 50, 50) 3. ellipse(mouseX, mouseY, 50, 50) 4. ellipse(50, 50, width/2, height/2)   *Answer: A* |  |
| *Add question here* | *Add code here* |

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| **Complex Shapes** | |
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| **Debugging** | |
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| **Feedback** | |
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| **HTML** | |
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| **CSS** | |
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